Tour Task Reference Guide

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SOS Explorer: Tour Task Reference Guide

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<tr><td colspan="6" align="center">Tour Builder Tasks For SOSx 1.4</td></tr>
<tr><td>Task Tab</td><td>Task Name</td><td>NEIS</td><td>SOSx</td><td>Description</td></tr>
<tr>
<td rowspan="3">Camera</td>
<td>FlyTo</td><td>x</td><td>x</td>
<td>Fly the camera to the location given by latitude, longitude, and altitude in miles. coordinates of certain areas in the world, use certain websites or go to Tour Buil 'animated' is true, this task takes a few seconds as the Earth appears to rotate. I camera moves instantaneously to the given coordinates.

Longitudes west of Greenwich are negative. For example, -105.27 for Boulder wh (east of Greenwich) is 116.41. Minimum altitude is 50 miles. Here is an example Colorado at an altitude 500 miles:
lat: 40.015, lon: -105.27, altmi: 500</td>
</tr>
<tr>
<td>Reset Camera Zoom Out</td><td>x</td><td>x</td>
<td>This resets the camera to look straight down and zooms out so you can see the e in map view, this task is ignored.</td>
</tr>
<tr>
<td>Tilt/Rotate Camera</td><td>x</td><td>x</td>
<td>Tilts and rotates the camera to the given coordinates. This task is really useful fc

If 'animated' is true, this option will animate the tilt/rotation. If 'animated' is false rotates/tilts to the given coordinates.</td>
</tr>
<tr>
<td rowspan="3">Dataset</td>
<td>Dataset Animation</td><td>x</td><td>x</td>
<td>Turns dataset animation on or off. This task will animate any currently loaded da per second (fps)</td>
</tr>
<tr>
<td>Load Dataset</td><td>x</td><td>x</td>
<td>This task loads a dataset. To do do this, simpliy drag this task to the 'Main Tour Timel dataset from SOSx's large dataset database. This task contains the following options:

Title: -The title of the dataset desired

ActiveLayer: ?

WorldIndex: -If a dataset has more then one globel, then this option allows you to dis

Transparency (%): -Sets the percent of transparency of the dataset. The higher the ρ the dataset.

ShowLegend: -A true or false option that determine if the dataset's legend should be

Legend Position X (%): -Determines the X position of the legend, refer to the 'Help" r how positioning works in Tour Builder.

Legend Position Y (%): -Determines the Y position of the legend, refer to the 'Help" r how positioning works in Tour Builder.

Legend Width (%): -Determines the Width of the legend.

Legend Height (%): -Determines the Height of the legend.

If the values for legend percentages are set to -1, SOSx/NEIS will automatically decid and how large it will be. These values are set by default with any dataset.</td>
</tr>
<tr>
<td>Unload All Datasets</td><td>x</td><td>x</td>
<td>Unloads any and all datasets that are currently loaded</td>
</tr>
<tr>
<td rowspan="7">Environment</td>
<td>Clouds</td><td>x</td><td>x</td>
<td>If 'on', the latest real-time clouds are displayed over the Earth. If 'off', real-time c the Earth</td>
</tr>
<tr>
<td>DayNight Lighting</td><td>x</td><td>x</td>
<td>If this task is 'on', day/night lighting appears, where part of the dataset is lit to re parts are convered in a shadow to represent night time. If 'off', the entire datase appearance.</td>
</tr>
<tr>
<td>Stars</td><td>x</td><td>x</td>
<td>If this task is 'on', stars are visible in space around the Earth. If 'off', the stars are around the Earth.</td>
</tr>
<tr>
<td>Sun</td><td>x</td><td>x</td>
<td>If this task is 'on', the Sun is visible in space (if the Earth is rotated to the correct not visible in space.</td>
</tr>
<tr>
<td>Earth</td><td></td><td></td>
<td>If this task is 'on', the Earth is shown. If 'off', the Earth is not shown</td>
</tr>
<tr>
<td>Set View</td><td>x</td><td>x</td>
<td>Sets the number of visible globes that can be visiable on the desired screen(s) o of 1 to 4. Also it can show a dataset in a map view (flat).</td>
</tr>
<tr>
<td>Set Globe Rotation Rate</td><td>x</td><td>x</td>
<td>Starts rotating the globe (or multiple globes) at the given rate/speed. Valid rates</td>
</tr>
</table>

	World Border	x	x	Shows or hides the world borders lines. This includes any political boundaries be... states border lines with in the United States.
Flow	Load Tour (Editable Copy)	x	x	Loads editable copy of another tour (basically merges the other tour/subtour tas... the given location).
	Load Tour (Read-only)	x	x	Loads read-only copy of another tour (basically merges the other tour/subtour ta... the given location).
	Loop To Beginning	x	x	Should be the last task added to a tour since it loops back to the start of the tou... a tour to play over and over in a loop (like at a kiosk or an unattended computer...
	Pause For Input	x	x	This task pauses the tour until user either clicks the play button, which is located... user's screen, or hits the space bar on the keyboard.
	Pause Seconds	x	x	Pauses the tour for the specified number of seconds. This task is requried for all... because it determines how long those medias can be displayed; with out this tas... not appear.
	Question	x	x	Displays a window with a question and multiple choice buttons. Create the jpg or... a image editor. The imgQuestionFilename (the image with the questions) and im... image with the answers) should be identical in size (e.g. 1600x900 pixels). The correct answer (given by the zero-based correctAnswerIndex), with further e... after the user makes his guess. Note that X Position (%) and Y Position (%) are c... the image. So, for example, if both values are both 50%, then the center of the i... of the screen. For example: ImgQuestionFilename: question1.png ImgAnswerFilename: answer1.png NumberOfAnswers: 5 CorrectAnswerIndex: 2 Width (%): 60 Height (%): 50 The question1.png image might have a background image of a star field with the... image: Which of the following is the largest volcano in the solar system? A) Mauna Loa B) Mount Everest C) Olympus Mons D) Volcanus Rex E) Olympus Maximus The corresponding answer1.png might have the same star field background ima... Olympus Mons in the foreground, along with the following text: Olympus Mons on Mars is the largest known volcano in the solar system and rise... the surrounding plain. It is much larger than Mauna Loa which rises 6.3 miles (1C... Hawaii. The correct answer for this question is "C) Olympus Mons" which is CorrectAnsw... 3=D, 4=E)
Media	Play Audio	x	x	Plays an audio clip. If asynchronous is 'false', then task waits until it finishes bef...

			task. If asynchronous is 'true', the audio begins playing and the next task begins MOST be in a .wav. If you need too convert your audio to a .wav file, use a .wav
Stop Audio			Stops any currently playing audio from playing
Play Video	x	x	Plays ogv, avi, mp4, or wmv formated videos.
			Specify the location of the video with X Position (%) and Y Position (%). Refer to understand how positioning working in Tour Builder.
			Size (%) determines how large the video is (range from 0 to 100%).
			If ShowControls is set to True, then video controls (e.g. stop/play/pause) appear user to manipulate the video well the tour is active. Refer to the 'Help' menu to positioning works in Tour Builder
Hide Video	x	x	Stops any currently playing videos and then hides that video.
Show Image	x	x	Displays an image at the given screen location. Refer to the help manu to better unde in Tour Builder. This task contains the following options:
			filename: -Here is where you would import the desired image, which must be in JPG.
			X Position (%): -Determines the X position of the legend, refer to the 'Help" menu to positioning works in Tour Builder.
			Y Position (%): -Determines the Y position of the legend, refer to the 'Help" menu to positioning works in Tour Builder.
			Width (%): -Determines the width of the image.
			Height (%): -Determine the height of the image.
			IsAspectRatioLocked: -When set to true, this utility makes it so that any change to tl automatically adjust the Height (%), and vice-versa, to maintain the original aspect rat
			IsDraggable: A true or false option that determines if the image displayed will be drag
			IsClosable: A true or false option that determines if the image displayed will be closa
			IsResizable: A true or false option that determines if the image displayed can be resi
			Displays: Determines which display, used by the computer, will display the image.
			Caption: Adds text to the displayed image.
			CaptionPos: Determines the position of the caption, if you add a caption. The positio the center, left, right, top, or bottom of the screen.
			CaptionBestFit: A true of false option that determine if Tour Builder can audio adjust
			FontSize: -Determines the size of the font used in the caption.
			FontColor: -Determines the color of the font used in the caption.
Hide Image	x	x	Hides the image (if it is visible).
Show Popup HTML	x	x	Displays a popup HTML window with either the supplied url or with html text. This task options:
			Url: -Where the link to the desired website goes.
			Html: <html>My simple web page</html>
			X Position (%): -Determines the X position of the legend, refer to the 'Help" menu to positioning works in Tour Builder.
			Y Position (%): -Determines the Y position of the legend, refer to the 'Help" menu to positioning works in Tour Builder.

				Width (%): -*Determines the width of the image.*
				Height (%): -*Determine the height of the image.*
				Either Url or Html must be supplied (but not both).
	Hide Popup HTML	x	x	Hides the popup html window (if one is visible).
Resources	Add Placemark	x	x	Adds a placemark icon (similar to Google Maps placemark) at the given latitude, longi attributes. For example
				PlacemarkID: -*ID given to the Placemark, this is mainly done to determine which Pla the Hide Placemark task.*
				Latitude: -*Determines the latitude position of the placemark*
				Longitude: -*Determines the longitude position of the placemark*
				IconFilename: -*This is where you import the desired icon for the placemark, the icon*
				Name: -*Desired name for the Placemark, which will be displayed. Example: CU, Boul*
				PopupHTML: *Link to desired website for the Placemark.*
				Scale : -*Determines the scale of the placemark, the larger the number the larger the*
				The placemark iconFilename is required. To get a better idea of the coordinates of ce certain websites or go to Tour Builder's 'Help' menu.
	Hide Placemark	x	x	Hides a placemark by specifying the ID (name) of the desired Placemark.
	Add Ground Overlay			Adds a ground overlay image (similar to KML) that is wrapped over part of the Ea Lon bounding box. For example, you might add a ground overlay image over par indicate that it is a whale breeding ground. Images can be JPG or PNG. Remembe ground OverayID.
	Hide Ground Overlay			Hides the ground overlay with the given groundOverayID. For example HideGroundOverlay
	Add 360 Media			Adds a bubble (360 degree image or video) to a position on the Earth at the give
				If multiple 'Add 360 Media' tasks are added to the tour and a 'GroupTitle' is supp them, then those media(bubbles) will be grouped together with the following restriction reasonably close to each other(within a thousand miles or so).
				The 'Title' needs to be short and will appear above the 360 Media(bubble) on the
				The 'Caption' can be a sentence or two and will appear inside the bubble once th fly inside.
				The LookAtX/Y/Z values are rotation angles in degrees and set the camera to loo after flying into a bubble.
				The '360 Media' should point to a 360 degree image (jpg/png/dds) or video clip.
				If 'AutoFlyTo=True', then the bubble is automatically flown to (option is ignored i a group).
	Hide 360 Media			Hides the 360 media bubble for the given bubbleID.
	Show Info Button	x	x	Displays a button on the center right side of display with links to related content. This options:

options:

infoBtnID: -*The ID (name) of the button, which is assigned by Tour Builder, that mus[t]* *can work smoothly.*

type: -*Determines weather the link is a video, graph, webpage, image, game or quiz.*

URL: -*The desired URL or a filename of a file within the same directory as the tour.*

iconFilename: -*This is optional, but it givening assigned a JPG image, the Button wil[l]* *rather then the default icon from Tour Builder.*

Caption: -*The text below the button and should be kept short.*

	Hide Info Button	x	x	Hides a button on the center right side of display that was previously created wit[h] For this task to work, 'hidInfoBtn' most have the ID of the button that is wished t[o] you want to hide a button with an ID of infoBtn3, then hideInfoBtn3 must have in[...]
	Hide All Info Buttons	x	x	Hides all buttons on the center right side of display that were previously created task.
	Text Box	x	x	Presents a box, with optional caption text, on the screen. This task contains the follow[...] **Text Box ID:** -*ID assigned to the Text Box task, this is mainly used to allow the 'Hide Text Box to hide.* **Caption:** -*Where you enter the desired text you would like to display in your tour.* **CaptionPos:** -*Determines were the caption appear with in the text box, this can be at bottom part of the text box.* **CaptionBestFit:** -*A true or false option that (if true) the FontSize is ignored and the te[xt]* **FontSize:** -*Determines the caption's text's font size.* **FontColor:** -*Determines the caption's text's color.* **IsClosable:** -*Determine if the user can close a textbox well the tour is running.* **X Position (%):** -*Determines the X position of the legend, refer to the 'Help" menu to [...] positioning works in Tour Builder.* **Y Position (%):** -*Determines the Y position of the legend, refer to the 'Help" menu to [...] positioning works in Tour Builder.* **Width (%):** -*Determines the width of the image.* **Height (%):** -*Determine the height of the image.* **ShowBorder:** *A true or false option that (if true) a rectangle is drawn around the text.*
	Hide Text Box	x	x	Hides the Text Box with the provided textboxID. For example: HideTextBox: textbox1 This hides a text box that was previously created with TextBoxID=textbox1
	Show Search Window	x	x	If the 'visible' option is set to true, the Search Window is displayed.
	Show Overlay Window	x	x	If the 'visible' option is set to true, the Overlay Window is displayed.
	Show Measure Window	x	x	If the 'visible' option is set to true, the Measure/Distance Tool Window is displaye[d]
	Show Probe Window	x	x	If the 'visible' option is set to true, the Probe Window is displayed.
	Show Transect Window	x	x	If the 'visible' option is set to true, the Transect Window is displayed.
	Enable Tour Player	x	x	Turns the tour player on or off. Note that if a tour makes the tour player window calls pauseForInput, the user won't see the Play (continue) button and may get s[...]

NOAA's SOS Explorer Text, Image, & Video Position Guide

Longitude & Latitude Map